



DEAD OR ALIVE™ 2

SEGA®

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TEEN
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CONTENT RATED BY
ESRB

T-3601N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

DEAD OR ALIVE 2™

Thank you for purchasing the "DEAD OR ALIVE 2" Sega Dreamcast software. Be sure to read this instruction booklet before you start playing the game.

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SHINOBI/RUNAWAY SHINOBI/TENGU/EPSILON

Caution

This game can be backed up. Backup requires a memory card (VMU - sold separately). Never switch off the main unit or insert/remove memory cards or Controllers while saving.

• The game contents are all fiction, they have no relation with existing people, parties or architectures.

• Dead or Alive 2™ is an original product of Tecmo, Ltd. Copyright © and all other rights belong to Tecmo Ltd and their respective owners.

Operation

This game is designed for one or four players, and is suitable for use with Sega Dreamcast Controllers and the Sega Dreamcast Arcade Stick, which is sold separately. Before switching on the main Sega Dreamcast system, be sure to connect peripherals such as Controllers to the control ports on the unit.

Sega Dreamcast Controller

(SHADED AREA) Battle operations

• R trigger

F+P+K

Changing screens, displays, etc.

• Analog Thumb Pad

Free step

• X button **P**

Punch

• A Button **F**

Free button

(Multi-function button for holds, guarding, free steps, etc.)

Executing menu commands, etc.

• Game reset

To reset the game and return to the Title screen during a game, hold down buttons X + Y + B + A and press the Start Button.

*To play with two or more players, you will need to purchase a Controller (sold separately).

*The operation method shown uses the default-button assignments. Use CONTROLLER SETTING in Option mode to change settings.

*Do not move the Analog Thumb Pad or L/R triggers when switching on the main unit. Moving the key or triggers will prevent the correct adjustment of positions and may result in malfunction.

• L trigger

Combine with the Directional Button for free steps

Changing screens, displays, etc.

• Directional Button

Controlling characters

Menu selection, etc.

• Y Button **K**

Kick

• Start Button

Pausing during a game

Starting the game

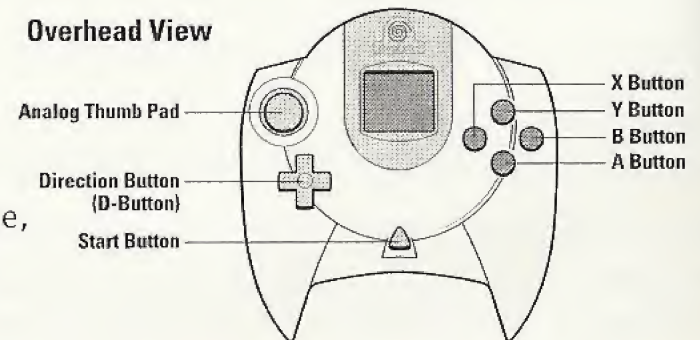
• B Button **F + P**

Throw, evade throw

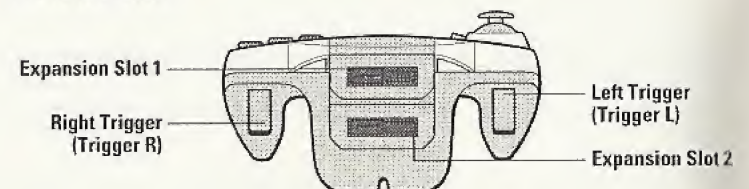
Cancel menus, etc.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Arcade Stick

• Start Button F

Pause during game

Start game

• A Button F

Free Button

(Multi-function button for holds, guarding, free steps, etc.)

Executing menu commands, etc.

• C Button F + P + K

Press F + P + K buttons

simultaneously Changing screens, displays, etc.

*To change a button assignment, press the Start Button on the Title screen, select Option mode, and use CONTROLLER SETTING to change settings accordingly.

• Joystick

Controlling characters

Menu selection, etc.

• Z Button

Combine with the Directional Button

for free steps

Changing screens, displays, etc.

• B Button F + P

Throw, evade throw

Cancel menus, etc.

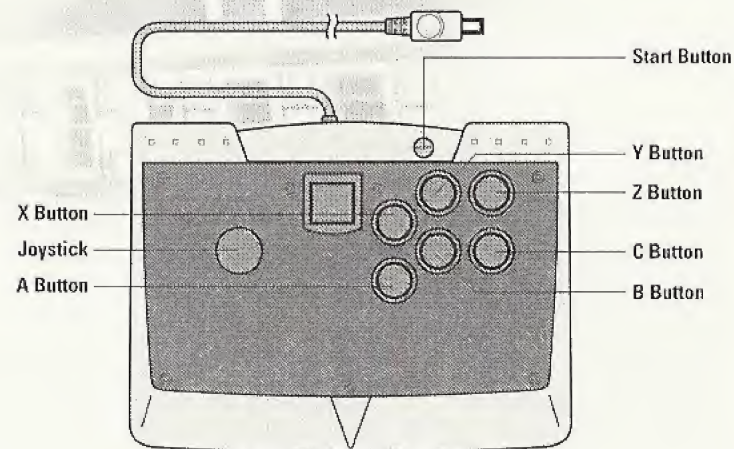
• X Button P

Punch

• Y Button K

Kick

SEGA DREAMCAST ARCADE STICK



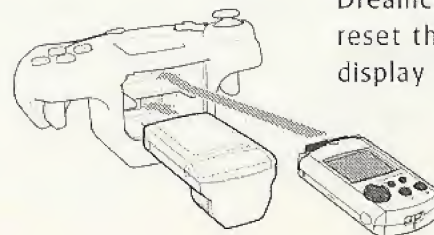
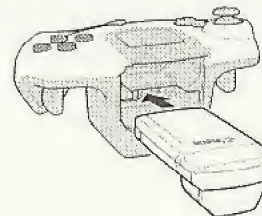
Jump Pack

Fit the "Jump Pack" (sold separately) into the Controller, and make sure it is connected to extension socket 2 on the Controller.

Caution: If the Jump Pack is connected to extension socket 1, it will fail to lock to the main Controller unit and may become disconnected during use or cause a malfunction.

*Be sure to read the instruction booklet provided with the Jump Pack.

SEGA DREAMCAST JUMP PACK™



To return to the title screen at any point during game play, simultaneously press and hold the A,B,X,Y and Start Buttons. this will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Basic Operations

This section explains the basic operations applicable to all characters. Instructions for keys apply when characters are facing to the right.

- The F Button shown is the A Button, the P Button is the X Button, and the K Button is the Y Button (when default settings are used).
- (↪) indicates a short press of the Directional Button, and (➡) indicates a long press.

Character movements

- Jump back ↖
- Move forward ↪
- Low guard ↘
- Backward dash ←←
- Jump straight up ▲
- Crouch forward ↙
- Guard ←
- Run ↪➡
- Jump forward ↗
- Low guard ▼
- Forward dash ↪↪
- Crouching dash ↙↙

Guard operations

Attacks can be made high, in the middle, or low. To guard against high and middle attacks, use (←) on the Directional Button. To guard against low attacks, use (▼). It is also possible to guard using the F Button. You can guard against high attacks by crouching, and against low attacks by jumping.

[Guards using the Directional Button]

High and middle guards ←

Low guards ▼

[Guards using the F Button]

High and middle guards F

Low guards ▼ F ▼ F

- Types of attacks

High attack: Hit standing opponents

Middle attack: Hit both standing and crouching opponents

Low attack: Hit both standing and crouching opponents

Super-high attack: Hit standing opponents, no guarding

Free steps

By using the Directional Button and F Button together, you can execute free steps that allow characters to move freely. By using (△) F or (▽▼) F to enter free-step mode, then holding down the F Button while operating the Directional Button, you can continue in free step. If you release the F Button or stop using the Directional Button, the status will return to normal. The same operation may be carried out using the Analog Thumb Pad, or using the Directional Button while holding down the L/R triggers.

Strikes

Use the P Button and K Button to execute strikes such as punches and kicks. Each character has its own strike moves, and by combining them with use of the Directional Button you can execute continuous strings of moves known as combos, or more powerful individual moves.


*Advanced technique



When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.



Down attacks and follow-up attacks






When a character goes down, you can execute a follow-up attack. Use the P or K button for the follow-up command, depending on the character.

Down attack  P + K

Follow-up attack  P or  K

Operations when down

Use the Directional Button to stand up after being knocked down. To stand up quickly, press the P Button several times in succession. By standing up quickly, you can evade a follow-up attack from your opponent and put some distance between yourself and him or her. In addition, by using the Directional Button and K Button in combination, you can execute various types of attacks as you stand up. Some characters also have special attacks that can be used while standing up.

-  + Press F Button several times in succession
Side roll at back of screen
-  + Press F Button several times in succession
Side roll at front of screen
-  or  + press F Button several times in succession
Front or back roll (depending on opponent's position)
- Continuous pressing of K Button while standing up
Middle kick attack while standing up
-  + press K button continuously while standing up
Low kick attack while standing up



Throws

When close to your opponent, you can use the F + P Buttons to throw him or her. Ordinary throws can be evaded by pressing the F + P Buttons when you are about to be thrown.



Use the Directional Button in combination with the F + P buttons to execute more powerful throws. Different characters have their own special throws.



*Evading a string of throws

Some characters will throw again soon after the first throw.

Well-timed use of the F + P Buttons before your opponent makes the next throw will enable you to evade that throw.

- F + P Ordinary throw
- (Against a crouching opponent)  or  F + P Low throw
- (Against a string of throws from opponent) F + P Evade throw

Hold


By properly timing the use of the Directional Button and F Button with the strikes of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

* Hold operations


Choose one of two methods of executing holds - "DREAMCAST" or "ARCADE." You can switch between these methods using CONTROLLER SETTING in Option mode.

* Switch COMMAND TYPE to "DREAMCAST" for Sega Dreamcast and "ARCADE" for Arcade.


[DREAMCAST]

(Against a high attack)  F

High hold



(Against a middle attack)  F

Middle hold



(Against a low attack)  F

Low hold



[ARCADE]

(Against a high attack)   F



High punch/kick hold

(Against a middle punch attack)   F

Middle punch hold

(Against a middle kick attack)   F

Middle kick hold

(Against a low attack)   F

Low punch/kick hold

*Holds while staggering

When on the receiving end of certain strikes, you will "stagger," during which time you will be unable to attack or guard. A hold will help you get out of this situation. The hold will be successful if it is appropriate for the type of strike used by your opponent.

Modes

There are eight different game modes. When two or more people play, additional controllers are required. Additional controllers sold separately.

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer – if you knock out all of the enemies, the game will clear and you will be on your way toward completing it. If another player intrudes during play, you must engage in battle with him or her. If you are using the 1P Controller, your opponent can press the Start Button on the 2P Controller, and if you are using the 2P Controller, he or she can press the Start Button on the 1P Controller, to launch a surprise attack.



- * If the side that has come under surprise attack wins the ensuing combat, the game will return to the CPU.
- * At Game Over, the screen will switch to the Continue screen. Press the Start Button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.

TIME ATTACK MODE

This mode involves fighting in a race against the computer. Conduct a tournament of eight bouts; when Game Clear is displayed, the Results screen will appear. If your total time is in the top ten at Game Clear in Time Attack mode, you can record your name. See “Name Entry” (p. 10).

- * Surprise-attack combat OK

VERSUS MODE

This is a special mode for two-player battles. After each bout, the display returns to the Character select screen and fighting continues until players exit the mode. By using Options to change settings such as health and the number of sets, you can engage in combat under a variety of conditions.

TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct a two-on-two tag battle. Single players can fight a tournament against the computer, fight another player, or engage in battles of up to four players simultaneously.

* Surprise-attack combat OK

* Tag Battle mode uses the Danger Setup Stage only.

* You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

* Play modes

Tag Battle mode consists of five Play modes. Select a Play mode from among those displayed on the screen, in accordance with the number of players.

1. P1 VS COM

The player uses two characters to battle the computer.
(One player)

3. P1 VS P2

Each player uses two characters to battle.
(Two players)

5. P1 P3 VS P2 P4

Four players split into two tag teams to battle. (Four players)

* The number of potential players depends on the number of Controllers connected to the control ports.

* To play the game with two or more players, you will need to purchase one or more Controllers, which are sold separately. A maximum of four Controllers can be used at one time.

* Rules




Knock out both opponents to win. Use Options to adjust the number of sets.

* Tagging

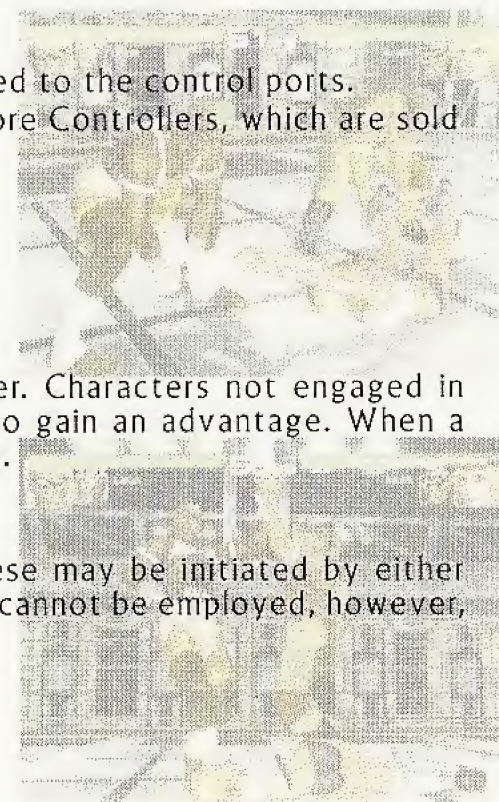
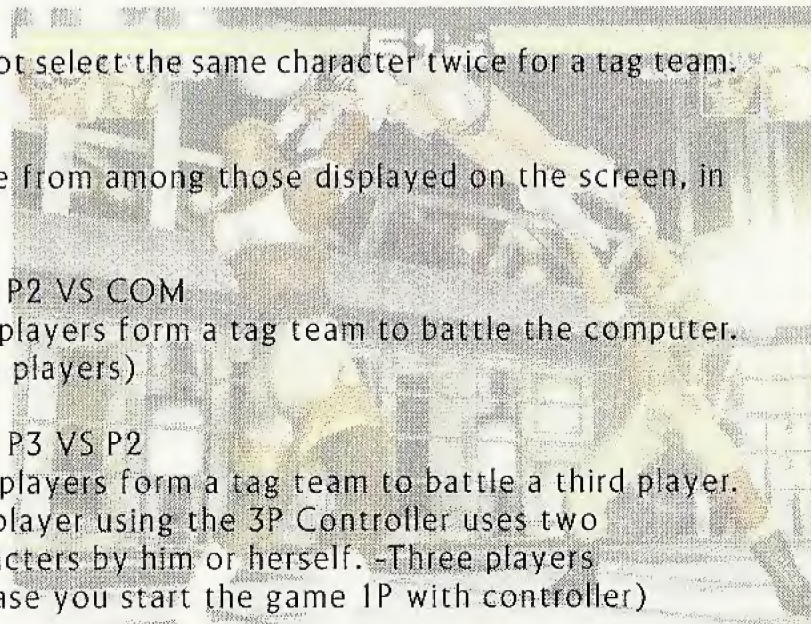
Press F + P + K during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. Switch characters at the right time to gain an advantage. When a character has already been knocked out, however, he or she cannot be used again.

* Tag combos

In Tag Battle mode only, two characters can execute tag combos together. These may be initiated by either character. The moves available depend on the character combination. Tag combos cannot be employed, however, when one character has already been knocked out.

(Move toward enemy)   F + P + K or  F + P + K Tag combo

* Some character combinations have their own special tag combos.



SURVIVAL MODE

This mode is for one player, and involves fighting against the computer until all your health is used up. Points are accumulated in accordance with the clear time and various items that appear during the game, and the goal is to have the highest total score at Game Over. In this mode, your health is partially restored at the end of each round. The key to earning points is to minimize damage while fighting, and take advantage of any chances for points that come your way.

If, when a Survival mode battle ends, your total score is in the top ten, you can record your name. See "Name Entry" (p. 10).

- * Surprise-attack combat OK
- * You cannot Continue in this mode.
- * The game will finish at Time Up or in the event of a Draw.

* Items

Items appear when you knock out an enemy or launch a follow-up attack on an opponent who is down. Obtain items to restore health and accumulate points. There are several types of items, each with their own effect. Items disappear after a fixed period of time.

[Types of items]

Carrot: 5000 points

Lipstick: 10,000 points

Moneybag: 20,000 points

Melon: 30,000 points

Hamburger: Minimum health recovery (20,000 points if health is at MAX)

Rice ball: Medium health recovery (30,000 points if health is at MAX)

Meat: Full health restored (50,000 points if health is at MAX)



* Danger Reach

If you set off a danger explosion during a game, in addition to earning 3000 points you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

- * There are several other ways to earn points, such as time bonuses and appeal bonuses.

TEAM BATTLE MODE

Players make up teams consisting of several characters and battle in teams. This mode can be used between players or against the computer.

* Matches are in tournament format.

SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it for training for real battles by practicing holds and developing original mid-air combos.

* This mode is for one player only.

* There are no KOs. You can continue training until you exit the mode.

* Press the Start Button on the practice screen for "Menu." This will allow you to change settings such as the behavior patterns of the CPU. Use the Directional Pad to move the cursor and to select and change settings.

OPTION MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see p. 13, "Option settings."

Name entry

If your score ranks in the top ten in the Time Attack or Survival modes, you can record your name. Use the Directional Button on the Name Entry screen to select letters and enter your name. Move the cursor to END on the screen and press the A Button to record your entry.

* View the rankings inside the RECORDS menu in Options.

* To back up records, a memory card (VMU), sold separately, is required.



Starting the game

Mode Select

Press the Start Button on the Title screen to display the Mode Select screen. Use the Directional Button or Analog Thumb Pad to select a mode, and press the Start Button, A Button or L/R Triggers.

Character Select

Use the right and left arrows on the Directional Button or Analog Thumb Pad to select characters. The character's color can be selected using the Up arrow on the Directional Button or Analog Thumb Pad when the cursor is on a character in the top row, or the Down arrow when the cursor is on a character in the bottom row. After making your character and color selection, press the "A" button. Press the B Button to return to the Mode Select screen.

* Different characters have different numbers of character colors.

Rules

1. Criteria for winning battles

In battle, the conditions specified below are required for a set victory, and the player that wins the predetermined number of sets wins the battle.

KO: Opponent's health falls to 0

Time Up: Your health is greater than your opponent's at time up

2. Draws and sudden death

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set.

If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. In sudden-death combat, the battle starts from a lower level of health than normal. If there is no clear winner even after sudden-death combat, the champion is declared the winner.

3. Continue

Press the Start Button within the allotted time to Continue following Game Over and issue another challenge.

Battle screen

Life gauge

A player loses if his or her gauge drops to 0.

Set count

Displays number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

Time

0 = Time up

The side with the most remaining on his or her life gauge wins.

* In Tag Battle mode, 1P and 2P each have two life gauges. The display will change so that the life gauge of the character fighting is always displayed in front.

* Victory icons

Victory icons appear when the battle has been won (2P battles only). If you win several battles in succession, the number of icons will increase, and the shape of the icons will change at one, five, and ten victories. Different characters have different types of victory icons.



Basic battle know-how

The techniques and tips below will help you win Dead or Alive 2 battles.

- The F button shown is the A Button, the P Button is the X Button, and the K Button is the Y Button (when default settings are used).
- The ↵ is a short press of the Directional Pad, and the ➡ is a long press.

Defensive position

When you are about to be knocked to the ground, press the P, K, or F Button to adopt a defensive position and avoid going down.

* The defensive position cannot be used against some types of attacks.

Counters

Use the same type of attack as your opponent - strike or throw - to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a strike is used to counter a throw or a throw is used to counter a hold, an even more powerful high counter attack is launched, doing massive damage to your opponent.



Attacks and defense by the wall

With some strike moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent or forcing him or her toward the wall, will help turn the fight in your favor. Some throws change if used near the wall.

* Escaping from the wall

If you are knocked against the wall, you will lean on the wall in a weakened state for a fixed period of time. In such an event, hold the Directional Button on ▲ or ▼ as you stand up. This will enable you to stand up while pivoting against the wall.



Off the edge

Stages such as "The Great Opera" and "The Dragon Hills" feature multiple levels. You can send your opponent off the edge by striking or throwing him or her at the edges of these stages, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using free steps to position yourself in accordance with the layout of the stage.

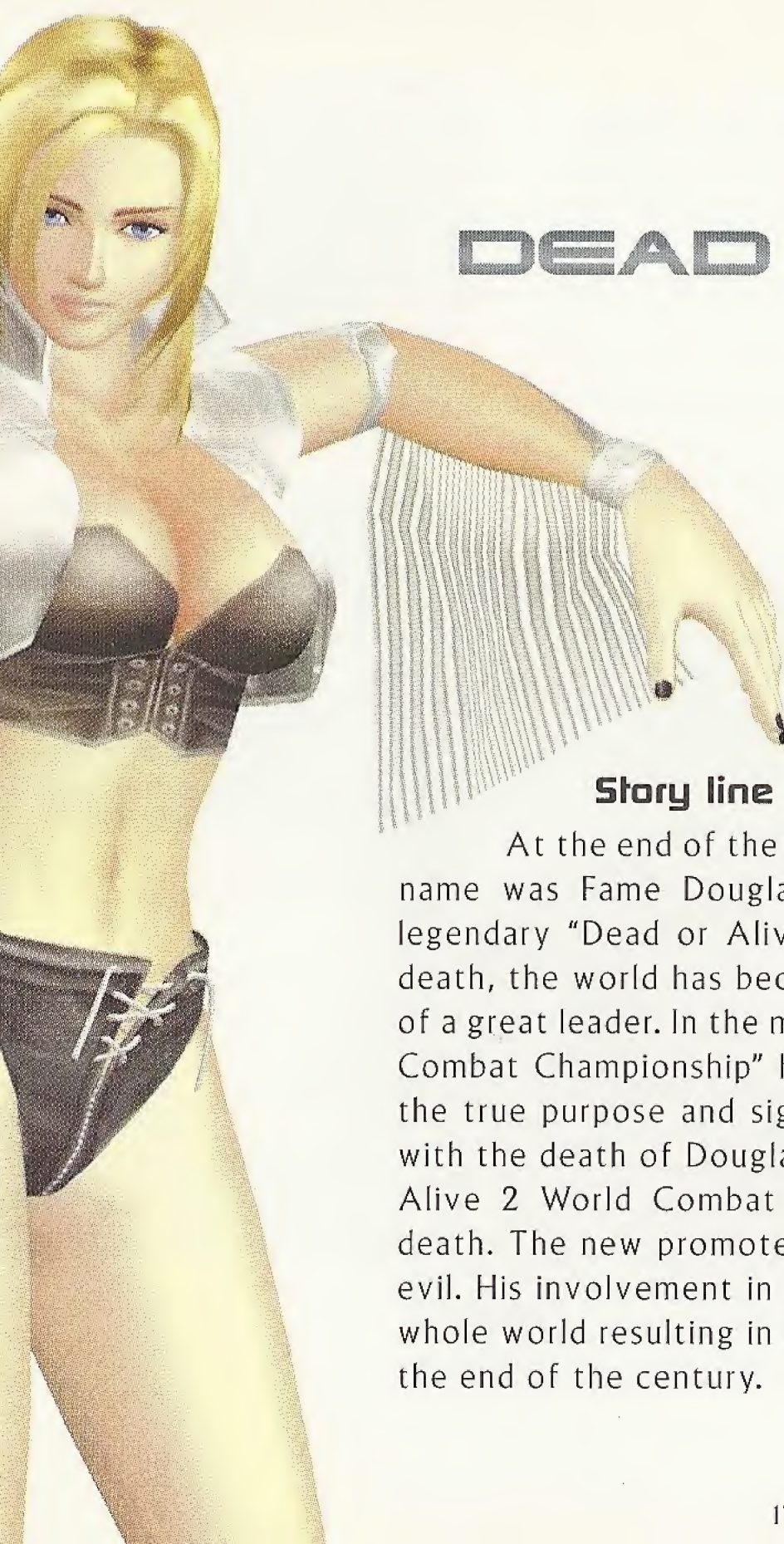
* When you send an opponent off the edge, your character will jump down after him or her, but you will not receive any damage.

* The tiered structure will differ depending on the stage.

You cannot fall off the edge in some places.

* Not all attacks allow you to send your opponent off the edge.





DEAD OR ALIVE 2™

Story line

At the end of the 20th century a great leader was murdered. His name was Fame Douglas, who was known as the sponsor of the legendary "Dead or Alive 1 World Combat Championship." Since his death, the world has become chaotic due to the lack of the presence of a great leader. In the midst of this chaos, the "Dead or Alive 2 World Combat Championship" has been announced to take place. However, the true purpose and significance of the tournament have been lost with the death of Douglas. Even worse, the promoter of the "Dead or Alive 2 World Combat Championship" is responsible for Douglas's death. The new promoter is not just a corrupt being but one of pure evil. His involvement in the tournament has caused terror among the whole world resulting in the infamous Tengu Disaster that occurred at the end of the century.



Kasumi/ Female ninja in captive
 Fighting Style: Mugen-Tenshin Ninjutsu/
 Tenjinmon
 Age: N/A
 Height: 5'2"
 Weight: 106 lbs.
 Nationality: Japanese

Kasumi, a true-bred "female ninja," of the "Mugen-Tenshin" style. In an attempt to settle her brother Hayate's old scores, she became a "runaway shinobi." Immediately after "Dead or Alive 1 World Combat Championship," she was taken captive by the Super-human Development Project. While held captive, her clone, Kasumi "∞" was created.

KASUMI

| | |
|-----------------|----------|
| Ren-Go-Kyaku | PPKKK |
| Renko-Risyu-Zan | PP → PKK |
| Muei-To | → → P |
| Mugen-To | ↖ ↖ P |
| Genraku-Kyaku | ↖ P ↘ K |
| Tensyu-Kyaku | ↗ K |
| Geturin-Kyaku | ↖ K |
| Mai-Ogi | ↖ ↖ K |
| Siranami | ← KK |
| Engetu-Syu | → KK |
| Kegon-Enbu | → F+P |
| Oboro | ↖ ↖ F+P |



Hayabusa/ A Super Ninja Aloof
 Fighting Style: Hayabusa Ninjutsu

Age: 23

Height: 5'10"

Weight: 154 lbs.

Nationality: Japanese

He is the modern Super Ninja and the best friend of Kasumi's brother. Being a Super ninja he has the responsibility to confront "Bankotsubo", the Evil Tengu, who came from the dark world into human existence. To face the Evil Tengu would be a suicidal act for any human being but Hayabusa owes it to himself and to mankind to confront his fate.

HAYABUSA

Raisin-Geki   P

Hato-Gari   K

Tatumaki-Geri   K

Hatotu-Ren-Syo   K

Tenrin-Kyaku  K

Korin-Kyaku  K

Koryu-Kyaku  K

Garyo-Sen  P

Mai-Kiri  K

Soryu-Kyaku   K

Kubikiri-Nage  F+P

Izuna-Otosi (Throw Combo)

 F+P  F+P  F+P

GEN FU

| | |
|---------------|-----------|
| Tanpa | ▶▶ P |
| Yosoku-Ha | ◀ PP |
| Hakuja-Honsui | ▲ P |
| Ugyu-Haito | ▲▶ P |
| Sokutan-Kyaku | ▶ K |
| Koboku-Ha | P+K |
| So-Ha | ▶ P+K |
| Yokei | ▲ P+K |
| Senryu-Ha | ▲ KP ◀▶ P |
| Sin-i-Ha | ◀ F+P |
| Kokai-San-Osa | ↻ F+P |
| Niti-Getu-Ha | ↻ F+P |



Gen Fu/ The Legendary Go-Ken
 Fighting Style: Xynyi Liuhe Quan

Age: 65

Height: 5'7"

Weight: 172 lbs.

Nationality: Chinese

He is bringing back his legendary attack, "GO KEN"(fatal iron fist) that he once swore he'd never use again because of its awesome destructive power. He needs to win the prize money from "Dead or Alive World Combat Championship" so that he can provide a cure for his sick granddaughter's rare disease.

HELENA

| | |
|------------------|-----------|
| Kasui-So | → → P |
| Tensin-Kasui-Syo | ← PPP |
| Kasetu-Syo | → PP |
| Syasyu-Ki-Kyaku | ↑ K |
| Rigo-Tai | ← KK |
| Senten-Soto | ↖ KP |
| Soheki-Syo | P+K · P+K |
| Kyoda-Syo-Ken | → PPP |
| Ryoin-Syo | ← PKP |
| Sen-Heki | ← F+P |
| Yoto-Haibi | ↷ F+P |
| Bokuho | ↓ P+K |



Helena/In vengeance of her mother

Fighting Style: Pi Qua Quan

Age: 21

Height: 5'7"

Weight: 108 lbs.

Nationality: French

She is the daughter of Fame Douglas and a world class soprano singer who is an expert in Pi Qua quan. While performing at the opera house, a shot was fired at her but killed her mother instead. While trying to find the culprit she learned that the murder of her parents is somehow related to the "Dead or Alive World Combat Championship."



Tina/ Superstar of women's wrestling

Fighting Style: Professional Wrestling

Age: 22

Height: 5'9"

Weight: 115 lbs.

Nationality: American

Tina is the super star of women's wrestling world and the daughter of the undefeated champion of professional wrestling, Bass. Because of her beauty and her super star status her victory in the "Dead or Alive World Combat Championship" will surely push her popularity into the next level.

TINA

Ultimate Combination → PPK

Combo Drop Kick → → PPK

Ankle Spin Kick KK

Rolling Sobat ← K

Dolphin Upper ↖ ↖ P

Rolling Elbow ↻ P

Knee Hammer → KP

Frankensteiner ← F+P

Fisherman's Buster ↻ F+P

J.O. Cyclone ▼ → ← F+P

Sky Twister Press (Throw Combo)

→ ← F+P • ▼ F+P • ▼ ↗ F+P

Trans Four Leg Lock (Low Throw Combo)

▼ F+P • ▼ ▼ F+P



Bass/ Professional wrestler

Fighting: Professional Wrestling

Age: 46

Height: 6'5"

Weight: 346 lbs.

Nationality: American

He is the father of Tina and as any normal father, he doesn't like his daughter using her sex appeal to gain her celebrity status. He enters the "Dead or Alive World Combat Championship" to protect his beloved daughter from getting hurt and at the same time he hopes to teach his daughter about the tough reality of the World Combat Championship.

BASS

Buffalo Crash 

Wild Swing 

Stungun Chop 

Kenka Kick 

Hell Stab 

Muscle Elbow 


Bass Lariat 

Bass Tornado 

Super Freak 

Oklahoma Stampede (Throw Combo)


T.F.B.B. 

Manhattan Driver (Throw Combo)




Zack / A Funky Thai Style Boxer

Fighting Style: Thai Style Boxing

Age: 25

Height: 5'11"

Weight: 172 lbs.

Nationality: American

His muscular strength and rare kick boxing style grabs the attention of all that witness his fighting. He is a self-taught genius of Thai boxing. He re-entered the "Dead or Alive World Combat Championship" to feed his hunger for public attention and to win the prize money. Because of his frank and funky personality, his popularity is growing.

ZACK

| | |
|---------------------|---------|
| Slam Knuckle | ← P |
| Upper Elbow | → → P |
| Down Elbow | ↘ P |
| Devil's Rush | PP → PP |
| Rising Knee | → → K |
| Overhead Kick | ↖ ↖ KK |
| Half Spin Heel Kick | ← KK |
| Demon Rush | ↖ KKKKK |
| Belial Rush | ▼ KKKKK |
| Knee Storm | → ← F+P |
| Splash Dunk | ↗ F+P |
| Hard Rush | ↖ ↖ F+P |



Leon/Mercenary Soldier

Fighting Style: Russian Martial Arts

Age: 42

Height: 6'4"

Weight: 282 lbs.

Nationality: Italian

He is a lonely soldier who wanders all over the world. His lover Roland, a woman thief of the Silk Road, died in his arms saying, "The man I love is the strongest man in the world!" In order to fulfill the last words of his lover, he aspires to be the strongest man on earth.

LEON

Blust Trass ← PK

Solid Crash → PPP

Trap Reverse Hammer KPP

Shoulder Tackle ← → P

Giant Upper ↻ P

Heel Hammer ← K

Arm Grenade → P+K

Shoulder Breaker → F+P

STF (Throw Combo) ↖ ↗ F+P · ↓ ↓ F+P

DDT (Throw Combo)
↻ F+P · → ← F+P · ↓ F+P

Quebradora Congiro ← ↖ ↓ ↗ → F+P

Half Boston Crab (Throw Combo)
← → F+P · → ← F+P · ↓ F+P

JANN LEE

Dragon Cannon PPP → P

Dragon Rush PPPK

Dragon Blow ↻ P

Dragon Kick ↻ K

Dragon Spike ← → K

High Shin-Knee Kick ↻ K

Dragon Flare → → K

Dragon Knuckle ▼ ← → P

Dragon Strike ↻ K → P

Dragon Elbow P+K

The Way of the Dragon ↻ F+P

Bulldoging Head Lock (Throw Combo)
↻ F+P ← ← F+P



Jann Lee/ Passionate Fighter

Fighting Style: Jeet Kune Do

Age: 20

Height: 5'8"

Weight: 165lbs

Nationality: Chinese

He fights from his soul. Trained by a renowned master of martial arts. He shows up to battles where only the strongest of men fight. With a bird-like-cry, he strikes with his soulful dragon attacks to be most powerful in his life's destiny. Some think he is too self-possessed, which keeps women from getting close to him.

LEIFANG

Soan → → P

Siti-Sun-Ko ← → P

Syo-Kinda PPP

Ren-Syu-Kyaku PPKK

Bun-Kyaku → → K

Hai-Kyaku ↑ K

Geki-Ti-Sui ↘ ↘ P

Senkyu-Ren-Tai ← KK ↓ K

Haisetv-Ko ↓ P+K

Noba-Bunso ← F+P

Rinei-Hisui ↑ F+P

R.-Talko-Tyogyo (Throw Combo)

↑ F+P ← F+P → → F+P



Leifang / T'ai Chi Quan Genius

Fighting Style: T'ai Chi Qaun

Age: 19

Height: 5'4"

Weight: 110lbs

Nationality: Chinese

She is one of the younger fighters and has been called a fighting genius by many. To fight and defeat Jan Lee is her ultimate goal. Jann Lee's absolute dominance in the combat arena only fuels her challenging spirit. Her desire to defeat him is her main reason for entering the Dead or Alive World Combat Championship.



Ayane / Kunoichi with murderous intent
 Fighting Style: Mugen-Tenshin Ninjutsu/
 Hajinmon
 Age: N/A
 Height: 5'2"
 Weight: 104lbs
 Nationality: Japanese

She is Kasumi's half sister and a ninja assassin who is destined to live in the shadow of Kasumi. Expert in "ninjutsu," her deadly fighting style has given her the nickname "Female Tengu." She joins in the Dead or Alive World Combat Championship as an assassin in pursuit of Kasumi. Ayane secretly admires Hayate, Kasumi's brother.

AYANE

| | |
|---|-------------|
| Koei-So | → PP |
| Rasen-To | ← P |
| Yoko-To | ↖ P |
| Fujin-Kyaku | ← K |
| Ryubi-Ressen | ↖ K |
| Genmu-So | ↗ K |
| Ryuso-Kyaku | → KK |
| Haijin | ↑ P |
| Ei-Geturin (showing the back to opponent) | ↖ K |
| Rasin-Eiko-Sai (showing the back to opponent) | PP ← PP ↗ K |
| Hajin-Enbu | → F+P |
| Katyo-Gengi | ↗ F+P |



Ein/ The Lost Past
Fighting Style: Karate
Age: 23
Height: 5'11"
Weight: 165 lbs.
Nationality: Unknown

He was left to die in the esoteric Black Forest of Germany. Even though he suffered amnesia, his deep desire to fight stayed intact with his beaten body. He mastered Karate in a very short period. He hopes to find answers to his life time search of self-discovery through participation in the "Dead or Alive 2 World Combat Championship."

EIN

Tuba-Uti → P

Azuma ← → P

Fujin ↻ P

Tenso ↖ ↗ K

Ren-Fujin PPP

Sien ← PPP

Ren-Gyu → → PP

Zansei → → KKK

Ressei → KKK

Hamon ↗ KP

Ryukotu ← F+P

Hokage ↖ ↗ F+P

EVIL TENGU

Bankotsubo/ Evil Tengu

Fighting Style: Tengu-do

Age: 1500

Height: 7'1" Weight: 500 lbs

Nationality: Unidentified

Bankotsubo, the Evil Tengu, killed the king of Tengu world then descended into the human world. To the Evil Tengu, what happens in the human society is insignificant. He claims that all disasters are nothing more than a delusion caused by him. He was the cause of the infamous calamity, commonly known as the End of the Century Tengu Disaster.

Glossary

“Shinobi”

It is another name for ninja. “Shinobi” is an unique and extremely secretive group which has been engaging in secret services, war maneuvers, assassination, etc. The most important thing for “Shinobi” is to protect the existence of their tribe.

“Runaway Shinobi”

It is a ninja who seceded from his/her “shinobi” tribe. Secession is absolutely impermissible in their society. To keep secrecy assassination efforts are made by the tribe to eliminate “Runaway shinobi”.

“Tengu”

They are goblin-like race living secretly in the deep mountains of Japan. Their nose is very long and their physique is superior to the humans in size and strength. A large part of the “tengu” life has been hidden under the secret veil.

“Epsilon”

An experiment was being conducted to reconstruct the strongest “shinobi” of the time, Hayate’s body to create super human. “Epsilon” was a code name given to Hayate, who was held captive for this experiment against his will.

Limited Warranty

90-day limited warranty:

Tecmo Inc. ("TECMO") warrants to the original consumer that this Tecmo product ("TPR") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the TPR, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective TPR to the retailer
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling 1-310-944-5005. Our Consumer Service Department is in operation from 9:00 A.M.-4:00 P.M. Pacific Time. Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by the phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective TPR, and return your TPR freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department
PMB#5553 21213-B Hawthorne Boulevard
Torrance, CA 90503

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REPAIRS AFTER EXPIRATION OF WARRANTY:

If the TPR develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective TPR and return the defective TPR "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the TPR or replace it with a new or repaired TPR. If replacement TPRs are not available, the defective TPR will be returned and your payment returned.

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SEGA[®]

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